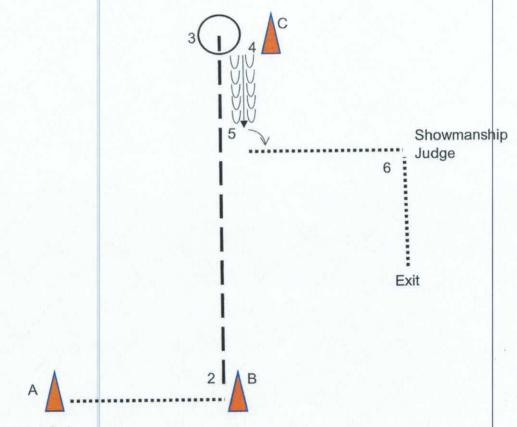
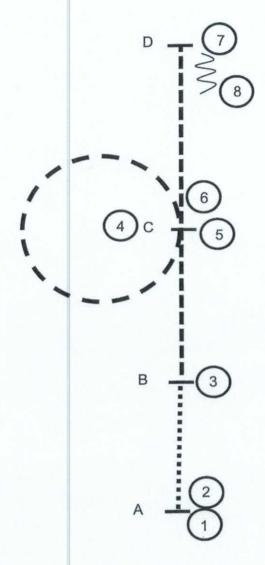
### Fitting and Showmanship

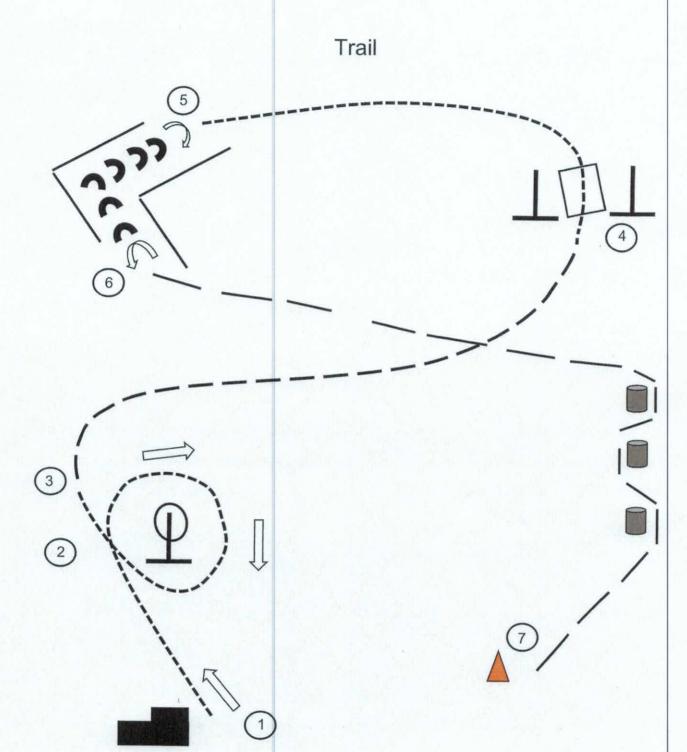


- 1. Fitting Judge
- Walk in and set up at Cone A for Fitting Judge. When dismissed, walk to Cone B and set up. Wait for recognition from Showmanship Judge to start.
- 2. Trot to Cone C and stop.
- 3. Perform a 360 degree turn.
- 4. Back 5 steps.
- 5. Perform a 90 degree turn to right and walk to Showmanship Judge.
- 6. After inspection exit the pattern area.

#### **English and Western Equitation**

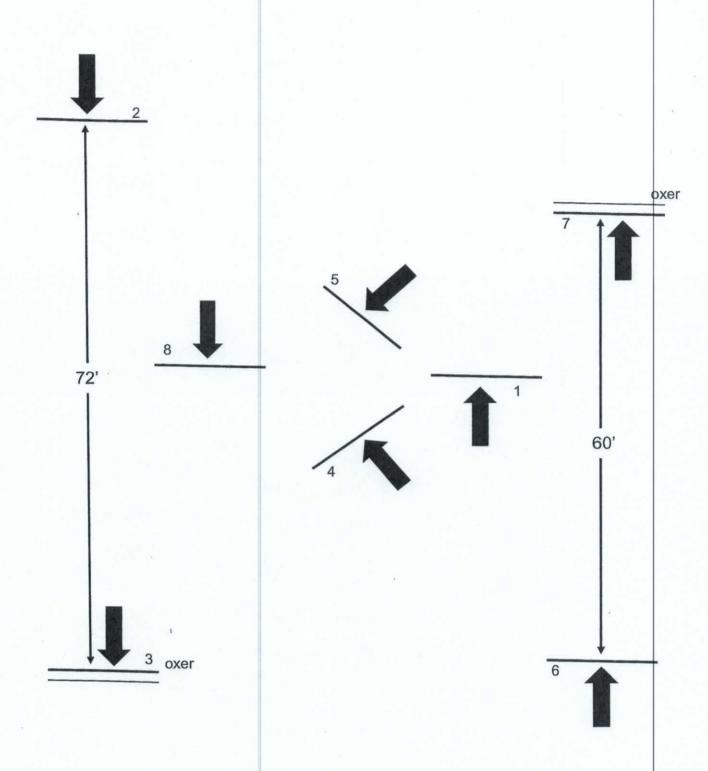


- 1. Halt on the right side of A and wait for the judge.
- 2. Walk to B.
- 3. At B Trot/Jog (English riders must be on the correct diagonal).
- 4. Trot/Jog a small circle around C as shown.
- 5. At C Halt for 5 seconds.
- Canter/Lope from C to D (Riders must use the RIGHT lead; not the correct lead).
- 7. Halt at D. Back up 5 steps.
- 8. Halt and wait for the judge's dismissal.

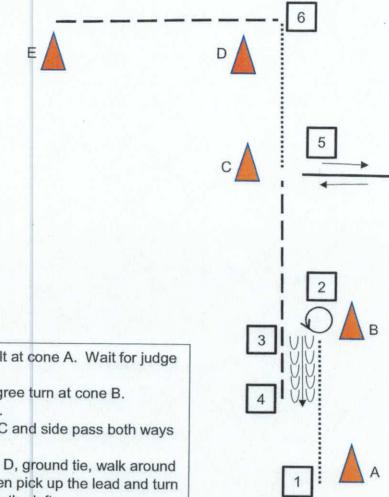


- 1. Enter leading horse and mount (no penalty for mounting block use).
- 2. Walk to hula hoop. Pick it up, walk around standard, set it back down.
- Canter/Lope across ring.
- 4. Walk over rug between standards to L.
- 5. Turn and back through L.
- 6. Turn and Trot/Jog to and around barrels.
- 7. Stop at cone and wait to be excused.

## **Hunter Over Fences**



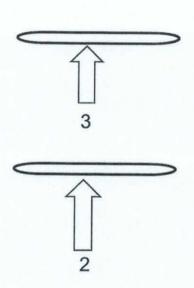
## In Hand Suitability

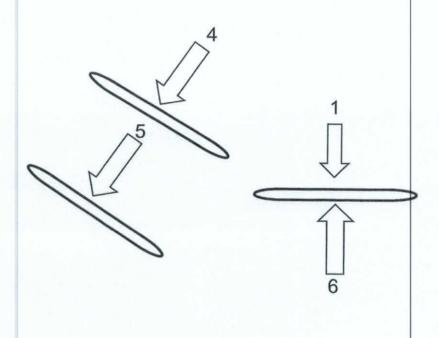


- 1. Enter and halt at cone A. Wait for judge recognition.
- 2. Do a 360 degree turn at cone B.
- 3. Back 5 steps.
- 4. Trot to cone C and side pass both ways on the pole.
- 5. Walk to cone D, ground tie, walk around the horse, then pick up the lead and turn 90 degrees to the left.
- 6. Trot to Cone e, halt, and wait to be dismissed by judge.

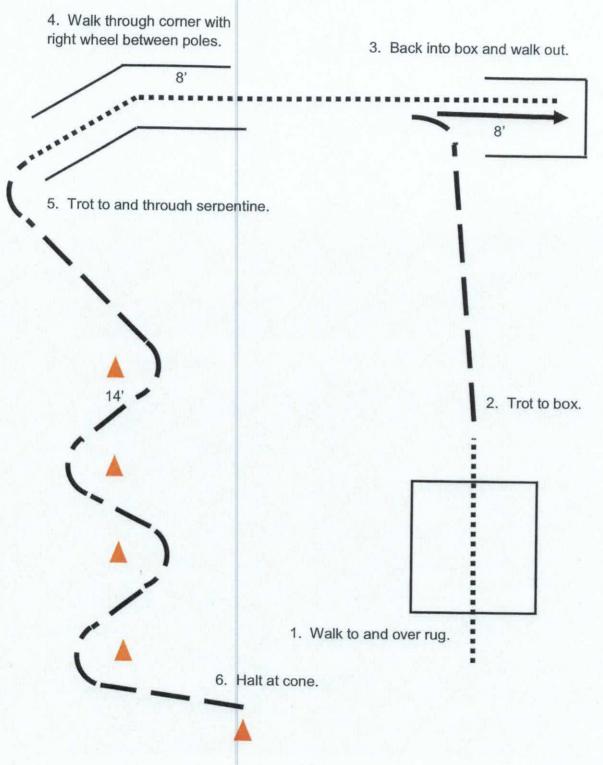
# In Hand Obstacle Trot Walk 4. Front hooves in hoop; Pivot 360 degrees in either direction 5. Walk over bridge 3. Trot over poles 6. Back through dogleg 2. Walk over tarp 7. Side pass over pole 1. Trot through Cones **ENTER** EXIT

# In Hand Jumper





## **Driving Reinsmanship**



### **Driving Obstacle**

